MASSIVE DARKNESS 2

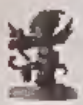
RAINBOW CROSSING

RULES & QUESTS

GAME COMPONENTS

15 ENEMY MINIATURES

Cupid Leader x1



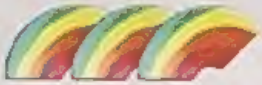
Cupid Minion x6

Hug Bear x1

Punycorn Leader x1

Punycorn Minion x6

20 RAINBOW TOKENS



12 ITEM CARDS

Double-Sided Boss Dashboard x1

12 MOB CARDS

60 FLUFFY AURAS CARDS

4 GAME TILES (DOUBLE-SIDED)

GAME OVERVIEW

Massive Darkness 2: Rainbow Crossing is an expansion to *Massive Darkness 2: Hellscape* and *Massive Darkness 2: Heavenfall*, featuring new Mobs (Punycorns and Cupids) and the Hug Bear Boss.

Players compete against these new cuddly creatures across 4 Quests. These can be played as standard one-shot Quests, or they can be played in Campaign Mode as a series of connected Quests. In that case, if players lose the same Quest 3 times, they lose the Campaign!

When playing Campaign Mode, players will need access to the Town and the higher level components from *Massive Darkness 2: Heavenfall*.

MIXING RAINBOW CROSSING WITH OTHER BOXES

Massive Darkness 2: Rainbow Crossing comes with 2 additional Mobs and 12 additional Mob Item cards. To include them in your games, simply shuffle these cards into their corresponding decks (note that cards for levels 6-7, 8-9, and 10 are only used when playing in Campaign Mode). It also comes with a deck of Fluffy Auras, which can be included in any Campaign or One-shot Quest (see next page).

ADDITIONAL CONCEPTS

CAULDRONS AND RAINBOW ZONES

On Tiles 3B and 4B, used on *Quest D - Bear Hugs*, there are Rainbow and Cauldron Zones. They are both Light Zones.

Rainbow Zone

Cauldron Zone

AURAS AND TOKENS

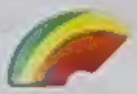
Rainbow Crossing introduces a new mechanic for Mob spawns, with the Fluffy Auras deck, and the new Rainbow tokens.

- **Fluffy Auras:** *Rainbow Crossing* comes with a deck of 60 cards that represent the Fluffy Auras. 40 of them are used in regular games and 20 are added only when playing in Campaign Mode (*see Campaign Fluffy Auras in this page*). Those 20 extra Fluffy Auras are marked with the following icon:

Capaign Icon

When playing *Rainbow Crossing* or when using the Fluffy Auras mechanic in any game, every time a Mob is spawned, also draw a Fluffy Auras card and attach it to that Mob. Each Fluffy Aura adds an ability to that Mob, also granting an additional reward to the Hero that manages to kill it.

- **Rainbow Tokens:** Rainbow tokens are used for *Rainbow Crossing* Quests and during the Hug Bear's Boss Fight. They work differently in each case and their rules are detailed in each specific Quest.



Rainbow Token

QUESTS AND CAMPAIGN

- **One-Shot Quests:** All 4 Quests can be played as single Quests using the regular *Hellscape* rules in addition to the Fluffy Auras. During setup, shuffle the 40 regular Fluffy Auras and place them facedown close to the Mob item decks.

- **Campaign:** When playing this Campaign, players use the same Setup and Campaign rules as described in *Massive Darkness 2: Heavenfall*. Each Quest has a box with specific changes, special rules, and Campaign progression instructions.

- **Campaign Progression:** When playing the Rainbow Crossing Campaign, Heroes will venture through each Quest in order from A to D, facing the Hug Bear as the final Quest (using the Campaign Side of the Boss Dashboard).

- **Campaign Achievement:** The first time players lose the same Quest twice in a row, they gain 1 Lifebringer token. Start each subsequent Quest with an extra Lifebringer token until the end of the Campaign. This Achievement may be accomplished at any moment, even out of the Town Phase.

- **Treasure Bag:** Instead of the regular number of Treasure tokens described in Campaign Mode Setup, at the start of the Rainbow Crossing Campaign players place 10 Common Treasure tokens and 3 Rare Treasure tokens in the Treasure bag.

- **Campaign Fluffy Auras:** When using Fluffy Auras in a Campaign, remove the following Auras from the deck at the start of the Campaign:
  - 2 *Sunny* Auras
  - 2 *Appealing* Auras
  - 2 *Lucky* Auras
  - 2 *Speedy* Auras
  - 2 *Brainy* Auras

Throughout the Campaign, as the Dungeon Level increases, new Fluffy Auras are shuffled into the deck according to the new Dungeon Level. This happens as soon as the Dungeon Level is reached, even if during a Quest.

Level 1 (before the 1st Quest): Add 2 *Trusty* Auras
Level 2: Add 2 *Feisty* Auras
Level 3: Add 2 *Blooming* Auras
Level 4: Add 2 *Delightful* Auras
Level 5: Add 2 *Clever* Auras
Level 6: Add 2 *Shy* Auras
Level 7: Add 2 *Pretty* Auras
Level 8: Add 2 *Gorgeous* Auras
Level 9: Add 2 *Ripped* Auras
Level 10: Add 2 *Big Bad* Auras

FLUFFY AURA GLOSSARY

+1 : When this Mob is Spawned, place 1 additional Treasure token on its card from the Treasure bag.
Auras: *Lucky, Sunny.*

+1 / / / : When this Mob is killed, the Hero who killed it draws 1 additional Treasure card of the corresponding tier.
Auras: *Appealing, Big Bad, Ripped, Shy, Trusty.*

Keep this card: If the Reward instructs Heroes to keep the card to use it later, they may keep the card until the end of the Quest. Each card instructs when players may use the card.
Auras: *Blooming, Bright, Bulky, Delightful, Gorgeous, Hefty, Pretty, Sweet, Witty.*

Keep this card until the Town Phase: With these cards, Heroes must use this card during their next Town Phase. They cannot start the next Quest still holding these cards.
Auras: *Clever, Feisty*

QUEST A:
SPIKY UMBRELLA

During a moment of stalemate between the forces of Light and Darkness, the powers of evil saw a breach into the source of all that is cute and cuddly. By tainting the Rainbow Crossing, fun and colors will gradually fade to dull and gray. The Lightbringers must travel into this wacky sphere of existence and cleanse the lands of sugar and spice of all lingering Darkness.

Tiles needed (from *Rainbow Crossing*, [C] Tiles): **1A, 2B, 3A, 4A.**

QUEST OBJECTIVES

Complete the objectives in order:

1- **Power Up the Umbrella:** Gather at least 6 Rainbow tokens on the Spiky Umbrella

2- **The Dread Bears:** Destroy the Wicked Device

QUEST SPECIAL RULES

• **Special Setup:** Search for the 2 Spiky Umbrella cards in the Levels 1-2 Mob Item cards deck. The Spiky Umbrella counts as an additional Starting item and 1 of the Heroes must take 1 of them (discard the other).

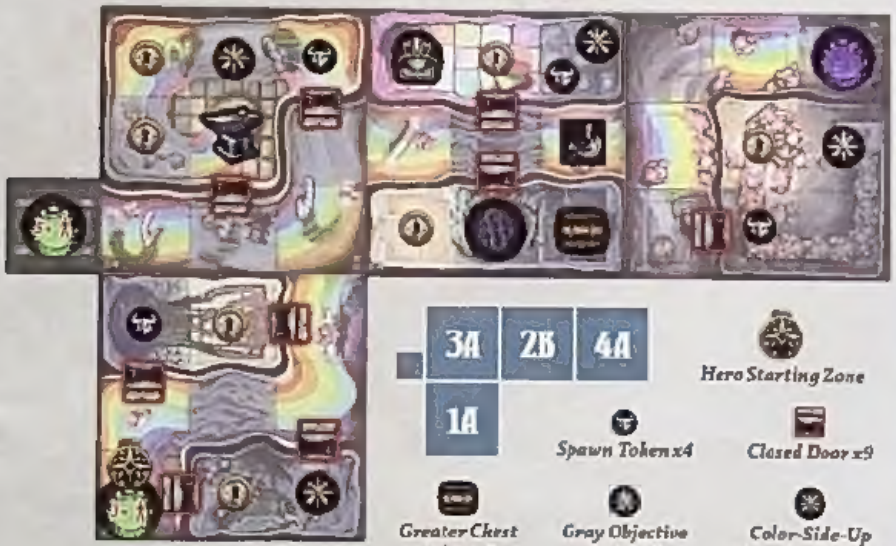
• **Power Up the Umbrella:** Each time the Hero **equipped** with the Umbrella kills a Roaming Monster or a Leader, add 1 Rainbow token to the Umbrella. Each Rainbow token on the Umbrella gives the Hero +1 on attack and -1 on defense. Any Hero who has the Spiky Umbrella **equipped** may also power it up by collecting color-side-up Objective tokens. They can do so by spending 1 MP while on a color-side-up Objective Zone. Add 1 Rainbow token to the Umbrella, and each Hero gains 3 XP. Then discard the Objective token.

• **Wicked Device:** Agents of the Darkness managed to install a Wicked Device (represented by the gray Objective token) on the Hug Bear production machine and it's making the Hug Bears evil and only the power of the Rainbow is able to destroy it! When the Spiky Umbrella has at least 6 Rainbow tokens, any Hero equipping it while standing in the Wicked Device's Zone may spend 1 action to destroy it. As soon as the Device is destroyed, the Quest ends in victory.

SINGLE PLAYER

When playing with the Single Player Rules, the Spiky Umbrella counts as having all 3 attack types (, and).

Each Rainbow token on the Umbrella still gives +1 on attack. However, the Hero has -1 on defense for every 2 Rainbow tokens instead of 1.



Hero Starting Zone

Spawn Token x4

Closed Door x9

Greater Chest Token x1

Gray Objective Token x1

Color-Side-Up Objective Token x3

Bridge x1

Bear Trap Token x1

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Fountain Token x1

Pillar Token x1

Forge Token x1

CAMPAIGN CHANGES

• **Power Up the Umbrella:** When collecting color-side-up Objective Token, each Hero gains 15 XP instead.

• **Wicked Device:** In addition to spending 1 action, the Spiky Umbrella must also be discarded to destroy the Wicked Device.

CAMPAIGN PROGRESSION

• **Rewards:** Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks and return the tokens to the Treasure bag.

• **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP

• **Update Treasure bag:** Remove 5 Common tokens and add 1 Rare token and 2 Epic tokens.

NEXT QUEST:
Super Fluffy Aaaa! (Quest B, page 5.)

Loot tokens are placed according to the number of Heroes:

1-2 → 1 | 3-4 → 2 | 5-6 → 3

QUEST B:
SUPER FLUFFY AURAS!

As the Lightbringers proceed through the Rainbow Crossing, they become more and more emotionally fatigued. Having to slay undead creatures and demons is one thing, but having to fight these otherwise docile creatures is heartbreaking!

Tiles needed (from *Rainbow Crossing*, [C] Tiles): **1B, 2B, 3A, 4A.**

QUEST OBJECTIVE

Super Fluffy Mobs: Kill the 3 Super Fluffy Mobs

QUEST SPECIAL RULES

• **Super Fluffy Mobs:** Apparently, Darkness chose some Enemies to become even cuter, which means they're enchanted with more than 1 Fluffy Aura!

Objective tokens represent the Zones where the Super Fluffy Mobs appear. When revealing a Chamber containing any Objective token, **do not** reveal a Door card. Replace the Loot with Treasure tokens as usual, if any. Spawn a Mob in the Objective token Zone from the following tier, according to the Objective token type:

- **Gray Objective:** Levels 3-4 Mob
- **Color-side-up Objective:** Level 5 Mob

Attach 2 Fluffy Auras to that Mob, then discard the Objective token. The Mob's Extra Ability from both Auras are active, as well as both rewards are granted to the Hero who kills it.

• **Fluffy is Gone!** As soon as the third Super Fluffy Mob is killed, the Quest ends in victory.

Hero Starting Zone | *Starting Mob Zone x2* | *Spawn Token x1* | *Pillar Token x2*

Closed Door x6 | *Greater Chest Token x2* | *Regular Chest Token x1* | *Forge Token x1*

Roaming Monster Portal Token x1 | *Portal Token (Up to x2)* | *Bear Trap Token x1*

Gray Objective Token x1 | *Color-Side-Up Objective Token x2* | *Fountain Token x3*

Spike Trap Token x1 | *Bridge x2*

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1

3-4 → 2

5-6 → 3

CAMPAIGN CHANGES

• **Super Fluffy Mobs:** Regardless the type of Objective token in the Chamber, spawn a Mob from the current Dungeon Level instead. When a Super Fluffy Mob is killed, each Hero also gains 15 XP.

CAMPAIGN PROGRESSION

• **Rewards:** Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks and return the tokens to the Treasure bag.

• **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP

• **Update Treasure bag:** Remove 5 Common tokens and add 4 Epic tokens and 2 Legendary tokens.

NEXT QUEST:
Rainbow Drops (Quest C, page 6).

QUEST C:

RAINBOW DROPS

Rainbows are one of the main causeways to and from the Rainbow Crossing to other spheres of existence. They help keep a fine balance between the merry and gloomy in all the worlds.

Tiles needed (from *Rainbow Crossing*, [C] Tiles): **1A, 2A, 3A.**

QUEST OBJECTIVES

Complete the objectives in order:

1- Rainbow Drops: Collect 10 Rainbow Drops

2- Paint It Back: Activate the Rainbow Cauldron

QUEST SPECIAL RULES

• **Rainbow Drops:** The Darkness caused the Rainbow Cauldron to malfunction and Rainbow Drops (represented by Rainbow tokens) spread throughout the Dungeon. Any Hero who enters a Zone with a Rainbow Drop may collect it for free.

Hero Starting Zone

Spawn Token x4

Starting Mob Zone x2

Gray Objective Token x1

Rainbow Token x10

Regular Chest Token x1

Portal Token (Up to x2)

Roaming Monster Portal Token x1

Closed Door x8

Bridge x2

Spike Trap Token x1

Fountain Token x1

Forge Token x1

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3

• **Paint It Back:** In order to bring the color back to the Rainbow Crossing, Heroes must place the Rainbow Drops back into the Rainbow Cauldron (represented by the gray Objective token). Once Heroes have collectively gathered all 10 Rainbow tokens, any Hero may spend 1 action in the Rainbow Cauldron Zone to activate it. As soon as the Cauldron is activated, the Quest ends in victory.

CAMPAIGN CHANGES

• **Rainbow Drops:** When a Hero collects a Rainbow Drop, each Hero gains 4 XP.

CAMPAIGN PROGRESSION

• **Rewards:** Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks and return the tokens to the Treasure bag.

• **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 5 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP

• **Update Treasure bag:** Remove 4 Rare tokens and add 2 Legendary tokens.

NEXT QUEST:
Bear Hugs (Quest D, page 7).

QUEST D:

BEAR HUGS

The Hug Bear is an enormous creature that usually just wants to have fun and play with all the other beings of the Rainbow Crossing, but since it has been corrupted by the Darkness, its hugs became dangerously strong. The Lightbringers have to access its chamber and defeat it there, hoping to free him from the embrace of Darkness!

QUEST OBJECTIVES

Complete the objectives:

1- Access the Rainbow Chamber: Enter the Rainbow Chamber before the Hug Bear hugs any Hero

2- Defeat the Hug Bear: Win the fight against the Hug Bear

Tiles needed (from *Rainbow Crossing*, [C] Tiles): **1B, 2A, 3B, 4B.**

Hero Starting Zone

Boss Fight Starting Zones

Hug Bear's Boss Fight Zone

Hug Bear's Starting Zone

Starting Mob Zone x1

Spawn Token x2

Locked Door x1

Closed Door x6

Objective Token x3

Forge Token x1

Regular Chest Token x2

Greater Chest Token x2

Roaming Monster Portal Token x1

Portal Token x2

Pillar Token x1

Bear Trap Token x1

Bridge x2

**Loot tokens are placed according to the number of Heroes:*

1-2 Heroes → 1 token | 3-4 Heroes → 2 tokens | 5-6 Heroes → 3 tokens

QUEST SPECIAL RULES

• **Special Set Up:** Place the Hug Bear miniature in the Hug Bear's starting Zone.

• **Hug Bear Hugs:** Before the Boss Fight, the Hug Bear cannot be attacked or targeted by any abilities or effects, Heroes cannot enter its Zone, and at the start of each Enemy Phase, the Hug Bear moves 2 Zones toward the closest Hero. If the Hug Bear enters a Zone with a Hero (and gives them a mighty bear hug!), the Quest ends in defeat.

• **The Rainbow Chamber:** Heroes are trying to access the Rainbow Chamber (represented by Tiles 3B and 4B, this is the Boss Chamber). It is locked and can only be opened after the Heroes have pressed all 3 Fluffy Devices.

• **The Fluffy Devices:** The Objective tokens represent the Fluffy Devices. Any Hero standing in a Fluffy Device's Zone can spend 1 action to press it and discard the token. Every time a Fluffy Device is pressed, each Hero gains 10 XP. Once all 3 Devices have been pressed, Heroes can open the door to the Rainbow Chamber. When the door to the Rainbow Chamber is opened, do not reveal a Door card. As soon as a Hero enters the Rainbow Chamber, the Boss Fight begins.

Hug Bear's Boss Fight

As soon as a Hero enters the Rainbow Chamber, place all Heroes in any of the Boss Fight Starting Zones of their choice. Place the Hug Bear in the indicated Zone. Remove all Tiles that are not part of the Rainbow Chamber, including all components placed on them. Remove the Darkness Track and place the Hug Bear's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values. **Place 2 Rainbow Tokens on the Hug Bear and 1 Rainbow Token in each Cauldron Zone.** Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **Collecting Rainbows:** During the Boss Fight, any Hero who enters a Cauldron Zone containing at least 1 Rainbow token may collect all tokens in that Zone for free.

• **Rainbow Tokens:** A Hero can only deal Wounds to the Hug Bear if they discard a Rainbow token. A Hero may discard a Rainbow token during combat or when using any ability or effect that deals Wounds. When resolving Fire, any Hero may discard a single Rainbow to let the Fire resolve as usual. The same is valid for any other effect that does not have an owner.

• **Rainbow Drops:** If a Hero does not discard a Rainbow token, instead of dealing Wounds to Hug Bear, remove 1 Rainbow token from it for each Wound that would be dealt. When removing Rainbow tokens from the Hug Bear this way, evenly distribute the removed tokens between the Cauldron Zones on the Tile where Hug Bear is.

CAMPAIGN CHANGES

Do not place any Loot tokens during Setup.

• **Special Setup:** Use the Campaign side of the Boss Dashboard.